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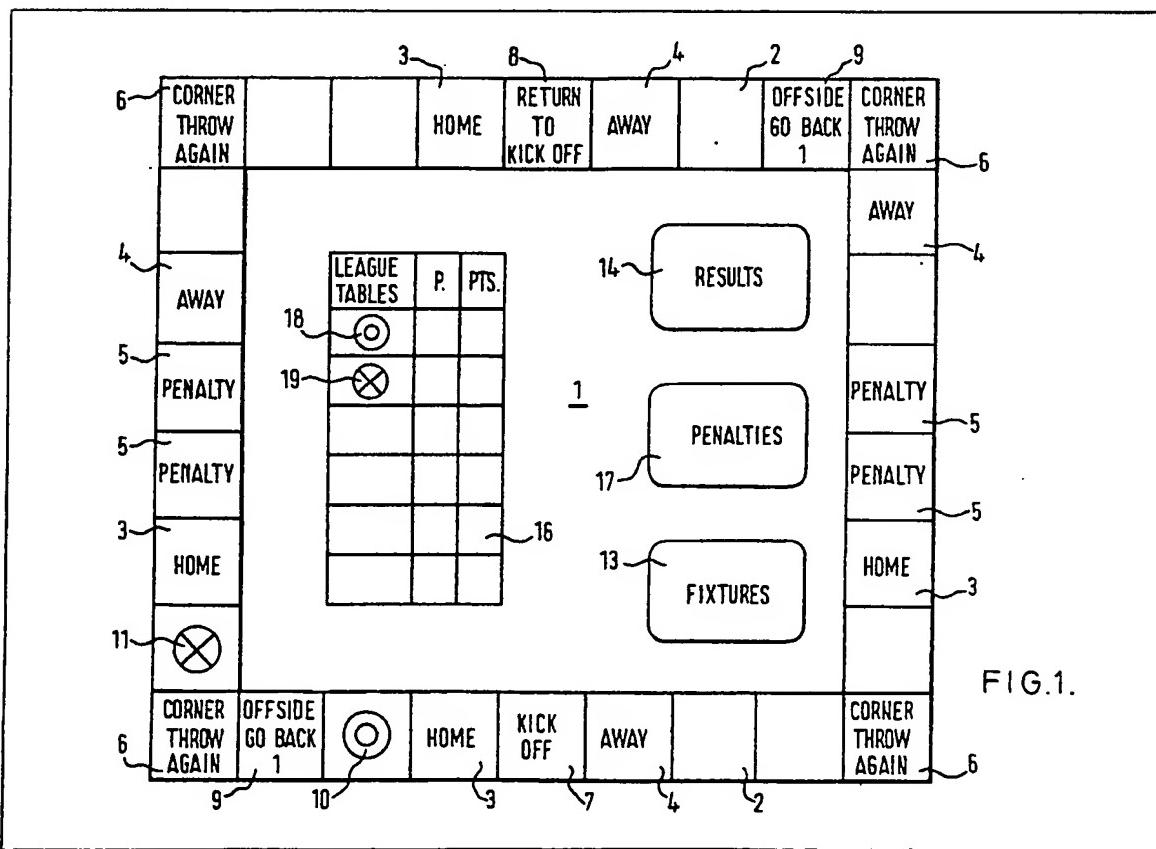
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(54) A football board game

(57) Players move counters (10 and 11) around a closed loop of playing positions (2 to 9). The markings on the board (1) and on three packs of cards (13, 14 and 17) correspond to the terminology of a football league competition.

Each player has a scoring card and 30 numbered markers.



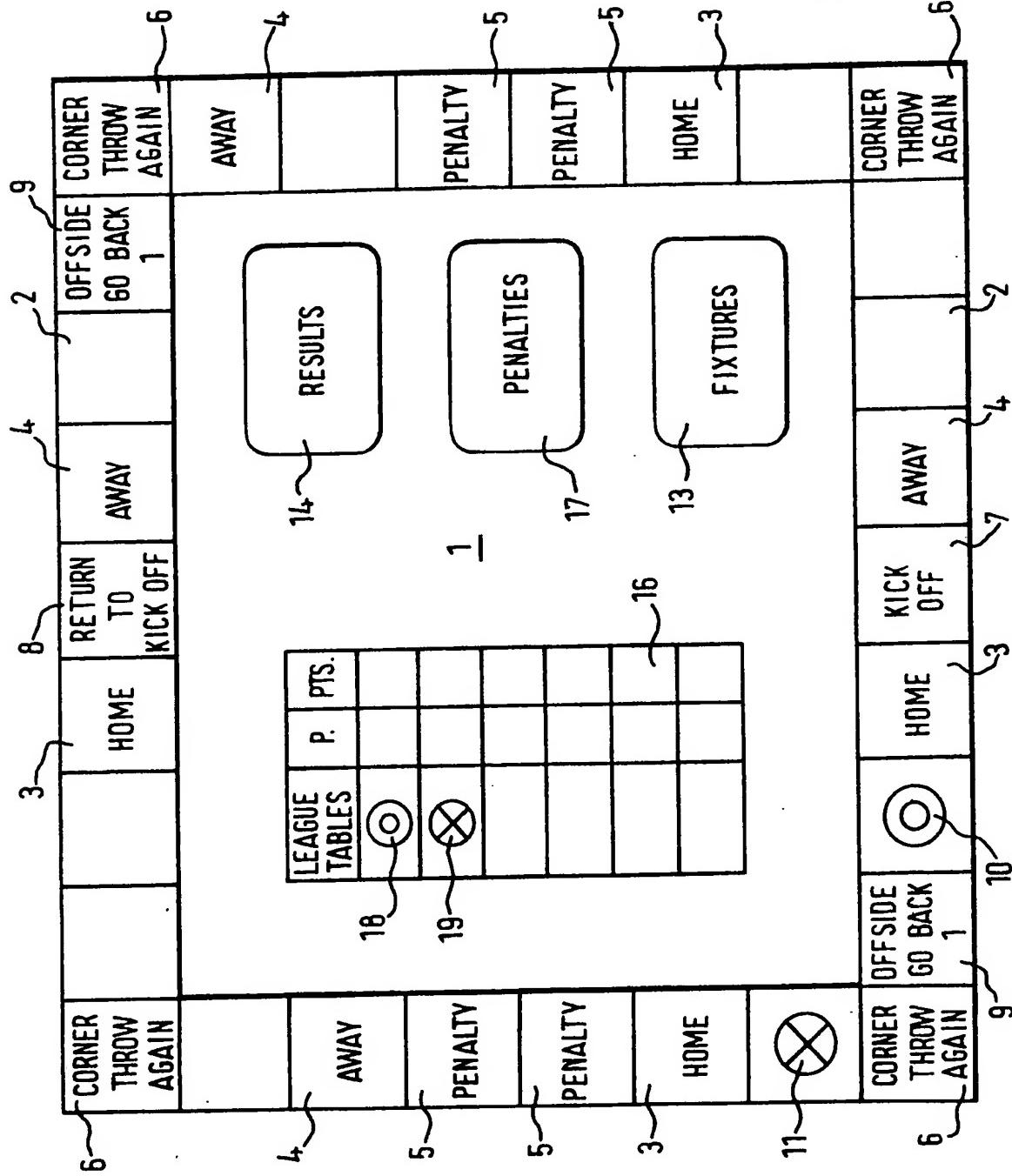
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FIG.1.

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FIG. 1.



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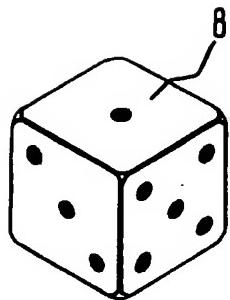


FIG.2.

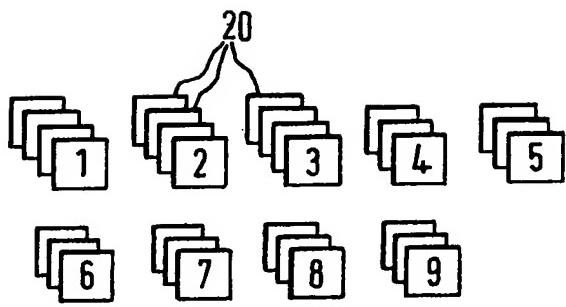


FIG.3.

FIG.4.

HOME		AWAY	
1.	12.	1.	12.
2.	13.	2.	13.
3.	14.	3.	14.
4.	15.	4.	15.
5.	16.	5.	16.
6.	17.	6.	17.
7.	18.	7.	18.
8.	19.	8.	19.
9.	20.	9.	20.
10.	21.	10.	21.
11.		11.	

**SPECIFICATION****A board game based on football****Technical Field of the Invention**

The invention relates to a board game in which players score points in accordance with rules which include the terminology of a football league competition.

**Background Art**

One known form of board game for a plurality of players, such as "Monopoly" ("Monopoly" is a registered trade mark), comprises a board marked with a number of playing positions, arranged in a closed loop, at least some of which are distinctively marked; a plurality of counters, including one for each player; random scoring means; and a first pack of cards associated with at least some of the distinctively marked playing positions and marked with first scoring information. However, although games such as this provide enjoyment by simulating the gains and losses associated with specialised activities such as real estate business, they are frequently concerned with activities which are unfamiliar to most people.

**25 Disclosure of the Invention**

It is therefore the objective of the present invention to provide a board game in which the rules governing gains and losses are based on the well-known concepts associated with football league competitions.

According to the invention, this is achieved by providing a board game, as hereinbefore described, which is modified by the provision of a second pack of cards marked with second scoring information; and first and second score recording means for recording the first and second scoring information for each player.

The invention therefore provides a board game, for a plurality of players, comprising a board marked with a plurality of playing positions; a first pack of cards associated with distinctively marked playing positions and marked with first scoring information; a second pack of cards marked with second scoring information which is complementary to the first scoring information; first and second score recording means for recording the first and second scoring information for each player; a plurality of counters, including one for each player; and random scoring means.

In a preferred embodiment of the game, the closed loop of playing positions include playing positions which are distinctively marked "Home" and "Away" and the first score recording means comprise two fixture lists for each player, respectively marked "Home" and "Away".

Players first of all take it in turns to remove a card from the first pack. These cards are provided, respectively, with the names of a predetermined number of well-known football clubs, arranged in random order by shuffling the first pack. Each player then assumes the identity of the club whose name is on the card removed from the first pack and

returns the card to the first pack which is then reshuffled. Players then take it in turn to operate

65 the random scoring means, such as dice, and move their individual counters around the closed loop of playing positions in accordance with the score obtained from the random scoring means. Each time a counter lands on a playing position  
70 marked "Home" or "Away", the player to whom the counter belongs is entitled to remove another card from the first pack. The player then marks his first score recording means, in the form of fixture lists marked "Home" or "Away", depending on the  
75 marking of the playing position on which his counter has landed, with the name of the club. Each fixture list is provided with positions for inserting one less than the predetermined number of names of the football clubs and the game  
80 continues until at least one player completes both of his fixture lists by the insertion of the names of all the other well-known football clubs representing all of the "Home" and "Away" matches played by the team whose identity the  
85 player has adopted.

On each occasion that a player enters the name of a club onto one of his fixture lists, he is also entitled to draw a card from a second pack in order to determine the league points awarded in

90 accordance with the result of a match between the club whose identity has been adopted by the player and the club whose name has just been entered on the fixture list. Where this name is the name of a club whose identity has been adopted  
95 by another of the players, both players mark their own fixture lists accordingly and both players are entitled to twice the league points awarded in accordance with this result.

The number of entries made on each player's 100 first score recording means is also entered on the second score recording means together with the number of league points awarded to the club whose identity the player has assumed. These total, which are progressively varied to show the 105 aggregates acquired, may be identified with the different players by means of a second set of counters which correspond and are visually identifiable with the counters which each player moves around the board.

110 The eventual winner of the game is the player who scores the highest number of these league points which are recorded on the second score recording means. Clearly, as in football league competitions, a particular club may achieve such a 115 decisive lead over its competitors that, by the time the player who has assumed the identity of this club has completed the insertion of the names of all the other clubs on both lists on his first score recording means, it is not possible for his

120 competitors to equal or overtake his total of league points and, in this case, that player becomes the winner even though not all players have completed the insertion of club names on their first score recording means.

To add further interest to the game, a third pack of cards, marked "Penalty" is associated with playing positions which are also marked "Penalty"

- so that, whenever a counter lands on one of these playing positions, the player who owns the counter is obliged to take one of the penalty cards and these cards may be marked in such a way that
- 5 the points which that player has already scored or is to score in the future are reduced in a specified way. Similarly, other playing positions in the closed loop can be marked with special instructions such as "Corner, Throw Again". A
- 10 player whose counter lands on such a playing position is thus entitled to a further chance of scoring by being given another opportunity to use the random scoring means.

Other associated pairs of playing positions

15 which commence sequences of playing positions in which playing positions marked "Home" predominate over playing positions marked "Away" and playing positions marked "Away" predominate over playing positions marked

20 "Home" may be uniquely marked so that when a counter lands on one of these associated playing positions it must be transferred to the other associated playing position.

Where the random scoring means are capable

25 of providing a particular maximum score, the possibility of a counter landing on a particular playing position marked "Home" or "Away" may be modified by marking other playing positions which are disposed in advance of the particular

30 playing position marked "Home" or "Away" by a number of playing positions which is no greater than the maximum score provided by the random scoring means, so that a counter which lands on one of said other playing positions must be moved

35 away from the particular playing position marked "Home" or "Away" so that the counter is separated from the particular playing position marked "Home" or "Away" by a number of playing positions which is greater than the

40 maximum score provided by the random scoring means.

An embodiment of the invention is hereinafter described, by way of example, with reference to the accompanying drawings.

#### 45 Brief Description of the Drawings

Figure 1 is a plan view of a board for a board game according to the invention:

Figure 2 is an isometric view of a dice for use as a random scoring device in accordance with the invention;

Figure 3 shows a set of markers, bearing the numerals one to nine, which is provided for each player; and

Figure 4 is a plan view of a scoring card which

55 is provided for each player and is provided with two fixture lists marked, respectively, "Home" and "Away".

#### Best Mode for Carrying Out the Invention

As shown in Figure 1, the game is being played

60 by two players who have been provided with counters 10 and 11 and 18 and 19. Before starting the game, the players take turns to temporarily remove a card 13 marked "Fixtures"

from a first pack bearing the names of twenty-two well-known football league clubs, representing the clubs of a football league. Each player then assumes the identity of the club whose name is marked on the chosen card 13. Each such club is able to score points from twenty-one "Home games" and twenty-one "Away games" against the other twenty-one teams.

A number of playing positions 2 to 9 are arranged to form a closed loop around the edge of a rectangular board 1 and the players take turns in rolling a dice 12 to obtain scores which govern the number of playing positions the counters 10 and 11 are moved around the closed loop, in a clockwise direction, from a playing position 7 marked "Kick Off". As shown, counter 10 has been moved two spaces and counter 11 has been moved five spaces. When one of the counters 10 or 11 lands on a playing position 3 marked "Home", that player is entitled to place a marker 20 marked with a numeral 1 in a column headed "P" on a "league table" constituting second scoring means 16 marked on the board 1, adjacent his second counter 18 or 19. In addition, the player is entitled to temporarily remove a card 13. The player is then entitled to mark the name

90 on the card 13 on his scoring card 15 under the fixture list marked "Home". Finally, the player is entitled to take a card 14, marked "Results", from a second pack containing cards marked "Lose — 0 points"; "No score draw — 1 point"; "Score draw — 2 points" and "Win — 3 points". The player is then entitled to place markers 20 in the column marked "PTS" on the league table drawn on the board 1.

Whenever one of the counters 10 or 11 lands

100 on a playing position marked "Away", a similarly scoring procedure is adopted and the game proceeds until at least one player has completed all twenty-one spaces on both fixture lists on his scoring card 15.

105 As shown in Figure 1, a third pack of cards 17, marked "Penalties" is provided and these cards, marked "Next match cup tie — no championship points"; "Regulated to bottom of league, lose 1 point"; "Next match postponed, score no points"; "Ground closed — next home match void" and "Ground closed, next away match void". A player is obliged to take one of these cards, which will adversely affect the number of points scored on the "league table" whenever his counter 10 or 11 falls on a playing position 5 marked "Penalty".

The playing positions 6, at the corners of the board, are each marked "Corner, throw again" so that if a counter 10 or 11 lands on one of these playing positions 6, the player who owns the counter 10 or 11 is given a further opportunity to throw the dice 12 and thereby score points which he would otherwise not have scored.

120 As shown in Figure 1, the playing position 7, marked "Kick Off" commences a sequence of playing positions 2 to 7 and 9 containing two playing positions 3, marked "Home", and one playing position 4, marked "Away", so that when a counter 10 or 11 is being moved along this

sequence there is a greater chance of the counter 10 or 11 landing on one of the playing positions 3, marked "Home" than on the single playing position 4, marked "Away". Similarly, a playing position 8 associated with the playing position 7 marked "Kick Off" commences a sequence of playing positions 2 to 6, 8 and 9 containing one playing position 3, marked "Home" and two playing positions 4, marked "Away". However, the playing position 8, associated with the playing position 7 marked "Kick Off" is marked "Return to Kick Off" so that if either of the markers 10 or 11 lands on the associated playing position 8 it must immediately be transferred to the playing position 7 marked "Kick Off" thus reversing the relative probability of landing on the playing positions 3 and 4 respectively marked "Home" and "Away".

As the maximum number of points which can be scored by the dice is six, a further random variation in the scoring rate may be introduced by marking two playing positions 9 "Offside, Go Back 1". These two playing positions 9, marked "Offside, Go Back 1", are respectively disposed six playing positions 2 to 6 in advance of a playing position 4, marked "Away", in the sequence commenced by the playing position 7 marked "Kick Off" and six playing positions 2 to 6 in advance of a playing position 3, marked "Home" in the sequence commenced by the associated playing position 8. This means that when one of the counters 10 and 11 lands on one of these playing positions 9, instead of there being a possibility of the marker 10 or 11 being taken by the next throw of the dice 12 to a playing position 3 or 4 which is six playing positions further on, the counter 10 or 11 must start from a playing position 2 which is one playing position in advance of the playing position 9.

In order to ensure that the markers 20 supplied to each player can be used to provide all the scores possible for each player there are, as shown in Figure 3, four markers 20 marked "1", "2" and "3" and three markers 20 marked "4", "5", "6", "7", "8", "9" and "0".

#### 45 CLAIMS

1. A board game, for a plurality of players, comprising:

- a board (1) marked with a plurality of playing positions (2 to 9), arranged in a closed loop, at least some of which (3 to 9) are distinctively marked;
- a plurality of counters (10 and 11), including one for each player;
- random scoring means (12); and
- a first pack of cards (13) associated with at

least some (3 and 4) of the distinctively marked positions (3 to 9) and marked with first scoring information; characterised by:

- 60 a second pack of cards (14) marked with second scoring information which is complementary to the first scoring information; and
- 65 first and second score recording means (15 and 16) for recording the first and second scoring information for each player.
- 70 2. A board game, according to Claim 1, characterised in that a third pack of cards (17) is associated with at least one other distinctively marked playing position (5) and these cards (17) are marked with third scoring information.
- 75 3. A board game, according to Claim 1 or 2, characterised in that:
- 75 there are two kinds of distinctively marked playing positions (3 and 4) with which the first pack of cards (13) is associated;
- 80 at least two further distinctively marked playing positions (7 and 8) commence sequences of playing positions in which two kinds of
- 80 distinctively marked playing positions (3 and 4) respectively predominate; and
- 85 at least one of said two further distinctively marked playing positions (7 and 8) is marked so that when a counter lands on said one of the two further distinctively marked playing positions (7 or 8) it must be immediately transferred to the other of the two further distinctively marked playing positions (8 or 7).
- 90 4. A board game, according to Claim 3, characterised in that:
- 90 the random scoring means (12) are capable of providing a particular maximum score; appropriately marked playing positions (9) are respectively disposed in advance of the particular
- 95 playing positions (3 and 4) by a number of playing positions (4 to 8) which is not more than the maximum score provided by the random scoring means (12); and
- 100 the appropriately marked playing positions (9) are marked so that a counter (10 or 11) which lands on one of the appropriately marked playing positions (9) must be removed away from the particular playing positions (3 or 4) so that the counter (10 or 11) is separated from the particular
- 105 playing position (3 or 4) by a number of playing positions (2 to 9) which is greater than the maximum score provided by the random scoring means (12).
- 110 5. A board game, for a plurality of players, substantially as hereinbefore described with reference to and as illustrated in the accompanying drawings.

SPECIFICATION  
A Board Game

- The present invention relates to a board game.
- According to the present invention there is provided a game including a plurality of markers and a board comprising a playing surface bearing a path having a plurality of sequentially arranged areas over a randomly selected number of which a game player may move his marker, some of the areas being associated with instructions leading to the increase or decrease of a players score and one of which being a reference area at which a players score assessment may be made.
- In order that the invention may be more clearly understood, one embodiment thereof will now be described, by way of example, with reference to the accompanying drawings, in which:—
- Figure 1 shows an overall plan view of the board for use with the board game of the invention,
- Figure 2 shows a part of the board of Figure 1 to an enlarged scale,
- Figure 3 shows another part of the board of Figure 1 also to an enlarged scale,
- Figure 4 shows a sample record card for recording the progress of the game for a league having twelve clubs,
- Figure 5 shows a sample record card for recording the progress of the game for a league having sixteen clubs, and
- Figures 6 and 7 show an alternative form of board for use with the invention.
- The game is a board game for 2, 3, or 4 players. Each player represents, and is referred to subsequently in these rules as a top soccer club, competing in a league of twelve clubs.
- The object of the game is to win the league by gaining most points. Each club holds a number of player cards which represent footballers of different types that is attackers, defenders, goalkeepers and utility players of varying transfer values. On the basis that these values correspond to ability, the clubs results on reaching Saturday is determined by the value of the team it has selected.
- As the club progresses from Saturday to Saturday it may land on squares which effect its team in the form of injuries, or the club in the form of fines etc. By managing its finances properly and negotiating loans from the Bank when it deems it sensible, the club will be able to purchase extra players when the opportunity arises. These players will provide extra cover when the team suffers setbacks during the course of the board game (that is a season of league and cup matches).
- Each club also starts the board game in a cup competition which, although it brings in extra gate money, increases the chances of players injuries.
- The board game is played over a predetermined season. While the actual amount of cash held at the end of the game is irrelevant, the total value of the players held in the final stages of each half is important that is before games 9, 10 and 11 and 20, 21 and 22 and to determine the results of the cup games.
- Referring to Figure 1, the board which is substantially square and indicated generally by the reference numeral 1, comprises a central area 2 in the form of a representation of a conventional case football. An annular area 3 concentrically surrounds this central area. Four further areas 4, 5, 6 and 7 extend at 90° intervals between the periphery of annular area 3 and respective edges 8, 9, 10 and 11 of the board. These four areas 4 to 7 are advantageously of different colours, for example, white, blue, yellow and red to represent the different players.
- Apart from the differing colours, the areas 4 to 7 are the same. A representative one of these areas is shown on Figure 3. Referring to this Figure each such area has four colours 11 to 14 respectively headed "Defence", "Injuries", "Reserves" and "Attack" and a further area 15 which extends across the full width of the four columns designated "New Players".
- Referring to Figure 2, three of the individual sections of the area 2 representing the ball are designated "Player Return", "Setback", and "Gamble" and provide locations for three corresponding packs of cards. The annular area 3 is also subdivided into a circumferential series of segments randomly designated either "Transfer", "Saturday", "Fine", "Setback", "Discovery" "Gamble" or "Player Return". The players move around this annular area 3 from segment to segment in accordance with the throw of the dice during the course of a game. Each club/player has a marker preferably of the same colour as the colour of corresponding area 4, 5, 6 and 7 to indicate its position on the area 3 during the course of a game.
- There are a number of different descriptions of Setback card each having a corresponding penalty. They will usually instruct immediate repayment of a bank loan or indicate injury to an attacker, defender or goalkeeper for a period of perhaps one or two weeks with a corresponding points penalty of, for example, 250, 500 and 1000 points. Player injury may apply to any game or to cup games only.
- There are also a number of different descriptions of gamble cards providing either a penalty or a credit. The following are some possible descriptions:—
- 1) Take player, return card, use as normal,
  - 2) 50 (or other number) points credit from European game,
  - 3) Take top two (or top one) card from player pool free,
  - 4) 50 points penalty for crowd trouble in European game,
  - 5) 1000 points worth of attackers (or defenders) injured in training and out for four weeks.

- 6) Goalkeeper injured in training out for four weeks,  
 7) Crowd trouble all games away for rest of season only half gate money (not applicable to cup round),  
 8) Attacker wants transfer, must sell at any price (1000 points penalty),  
 9) You clinch sponsorship deal with national firm. Add 10 to league gate money.
- In addition to the board, packs of "Player Return", "Gamble", "Setback" cards markers already described, the game also comprises a pack of player cards, four packs of colour coded bank loan card records cards for each club/player to record its progress during the game, two dice, a quantity of paper currency and four "Cup card" in colours corresponding to the team colours of the areas 4 to 7 on the board 1. A loan card base leaving four colour coded areas corresponding to the colour code bank loan cards is provided for supporting the four packs of bank loan cards. There are basically four different types of player card. They are "attacker", "defender", "utility player" or "goalkeeper". All have a points value for example 250, 500 or 1000 and cards of the same type may have different points value. A rack is provided for the cards. This rack has two compartments, one for cards to be taken and the other for discarded cards.
- The colours of the four packs of bank loan cards corresponding to the four colours of the areas 4 to 7 of the board 1. Each card has a unit value of, for example, 1000, 500, 250, 100 or 50.
- Records cards may be provided for any suitable number of games. Figure 4 shows such a card for a league of twelve clubs giving twenty two league games in the course of a season. Figure 5 shows a card for a league of sixteen clubs giving thirty league games in the course of a season.
- To set out the board to play the game, all the "Gamble" and "Setback" cards are placed face down and the "Player Return" cards face up on their designated locations in the centre area 2 of the board. One club must act as Banker and give each club 300 units of currency as follows:— 1x100: 2x50: 3x20: 3x10: 1x5: 5x1. The balance of the currency is held by the Banker, separate from his own club money. Each club decides which colour his club strip will be—club colours are represented by the red, blue, white and yellow areas 4, 5, 6 and 7 on the board—and the Banker will give each club the appropriate coloured cup card and Bank Loan Cards as well as the corresponding coloured marker and a record card. The coloured marker should then be placed on Saturday. The Banker then deals to each club twelve players cards and the remainder are placed in the player card rack and held by the Bank until required during the course of the board game. The Club arranges its Players Cards in the colours provided—see Team Selection.
- At this stage, before the game starts any club which wishes to do so, may place up to three player cards at the bottom of the pile of the player pack and take the corresponding number from the top of the pack.
- Decide which club is to start. This club becomes A, then B, C and D clockwise round the board. Each club should note their letter at the head of their record card. Play proceeds clockwise on the throwing of two dice (Saturday must be counted as 'one' when leaving the square to ensure that the first square after Saturday does not become obsolete). Every club completes each circuit of the board on Saturday irrespective of what number is thrown on the dice that takes them to Saturday.
- Team Selection**
- Before starting, each club must select a team of eleven from its initial squad of twelve player cards. Arrange the player cards on the board, face up in the vertical columns 14, 11 and 13, headed ATTACK, DEFENCE and RESERVES. The following rules applying to team selection apply to each league game for the season. The defence should include a Goalkeeper, but if for any reason a club does not have a Goalkeeper available for selection, a utility player may be used but it will only count at half its face value. Utility players may be used in the Attack or Defence at full face value. A goalkeeper may, in any emergency, be used in Attack or Defence at half its face value. Defenders and Attackers may only be used in their appropriate parts of the team. Alternatively a goalkeeper card may be dealt to each player. When selecting a team, a club may have six players in attack and five players in defence or five in attack and six in defence. The remainder are kept in the reserves column 13, or, if injured, face down in the injury column 12.
- Points**
- On reaching Saturday segment of area 3, assess the team performance as follows:—
- TO LOSE 0 points. The team loses if the Defence is less than 2,500 units unless the Attack values 3,500 plus. The team also loses if the club has less than eleven players uninjured.
- TO DRAW 1 point. The defence must include a goalkeeper (or utility player at half value) and value 2,500 units plus.
- TO WIN 3 points. The Defence must qualify as for a draw and the Attack must value 2,500 units plus. If the attack is value 3,500 units plus, the defence need not qualify.
- Transfer Square**
- A club landing on the transfer square may turn up the top card of the player pack to decide whether it wants to buy. If a club wishes to buy, it pays the face value of the player to the Bank. The